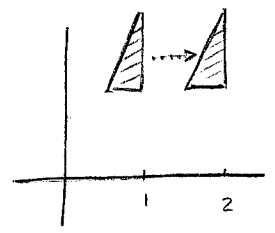


§1.2.1 Definition Let $n \geq 1$ be an integer. A function $f: \mathbb{E}^n \rightarrow \mathbb{E}^n$ is called an isometry if for every $P, Q \in \mathbb{E}^n$, $d(f(P), f(Q)) = d(P, Q)$.

Example Let $f: \mathbb{E}^2 \rightarrow \mathbb{E}^2$, $f(x, y) = (x+1, y)$. Then f is an isometry

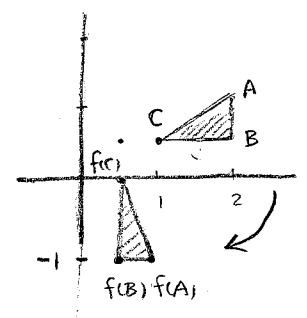
$$\begin{aligned} P=(x, y) \\ Q=(x', y') \end{aligned} \Rightarrow d(f(P), f(Q)) = d((x+1, y), (x'+1, y')) = \left(((x+1)-(x'+1))^2 + (y-y')^2 \right)^{\frac{1}{2}} \\ = \left((x-x')^2 + (y-y')^2 \right)^{\frac{1}{2}} = d(P, Q).$$

The above map is a translation parallel to the x-axis



Example Let $f: \mathbb{E}^2 \rightarrow \mathbb{E}^2$, $f(x, y) = (y, -x+1)$ is an isometry

$$\begin{aligned} P=(x_P, y_P) \\ Q=(x_Q, y_Q) \end{aligned} \Rightarrow d(f(P), f(Q)) = d((y_P, -x_P+1), (y_Q, -x_Q+1)) \\ = \left((y_P - y_Q)^2 + ((-x_P+1) - (-x_Q+1))^2 \right)^{\frac{1}{2}} \\ = \left((y_P - y_Q)^2 + (x_P - x_Q)^2 \right)^{\frac{1}{2}} = d(P, Q)$$

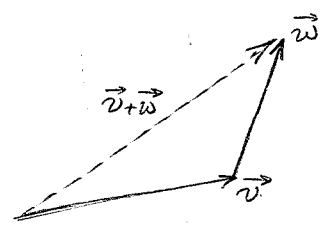


The above map is a clockwise rotation of 90 degrees with centre $(\frac{1}{2}, \frac{1}{2})$.

The Triangle Inequality

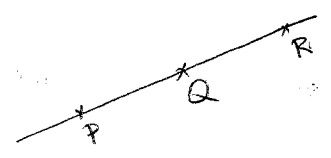
* For every two vectors $\vec{v}, \vec{w} \in \mathbb{R}^n$ we have:

$$\|\vec{v} + \vec{w}\| \leq \|\vec{v}\| + \|\vec{w}\|.$$



* Consequently, if P, Q, R are three points in \mathbb{E}^n then

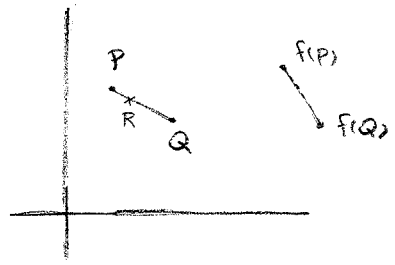
$$d(P, R) \leq d(P, Q) + d(Q, R).$$



Equality holds if and only if P, Q, R are collinear and Q is between P and R .

Proposition Let $f: \mathbb{E}^n \rightarrow \mathbb{E}^n$ be an isometry, and $P, Q \in \mathbb{E}^n$ two points. Then f maps the line segment PQ to the line segment $f(P)f(Q)$.

Proof Step 1 Let R be on the line segment PQ .

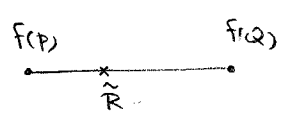


$$d(P,R) + d(R,Q) = d(P,Q) \Rightarrow d(f(P), f(R)) + d(f(R), f(Q)) = d(f(P), f(Q))$$

$\Rightarrow f(P), f(Q), f(R)$ are collinear and $f(R)$ lies between $f(P), f(Q)$.

Step 2 Next we show that if \tilde{R} is on the line segment between $f(P)$ and $f(Q)$, then $\tilde{R} = f(R)$ for some R between P and Q .

* $0 \leq d(f(P), \tilde{R}) \leq d(f(P), f(Q)) = d(P, Q)$



* Therefore we can choose R on PQ such that $d(P, R) = d(f(P), \tilde{R})$.

* By Step 1, $f(R)$ is on the line segment $f(P)f(Q)$.

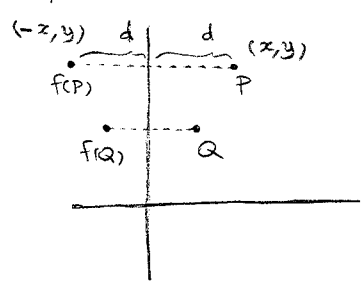
* $d(f(P), \tilde{R}) = d(P, R) = d(f(P), f(R)) \Rightarrow \tilde{R} = f(R)$.

§1.2.2 Definition Two sets $S, T \subseteq \mathbb{E}^n$ are called Congruent if there exists an isometry $f: \mathbb{E}^n \rightarrow \mathbb{E}^n$ such that $f(S) = T$.

Examples of isometries of \mathbb{E}^n

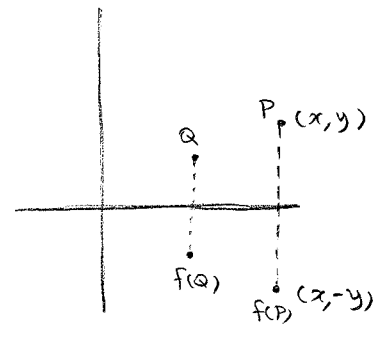
I. Reflections

Reflection in the y -axis $\rightsquigarrow f: \mathbb{E}^2 \rightarrow \mathbb{E}^2 \quad f(x, y) = (-x, y)$

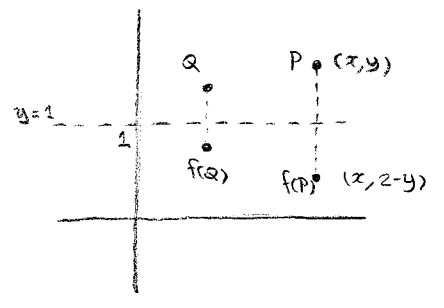


$$\begin{aligned} \left. \begin{array}{l} P = (x, y) \\ Q = (x', y') \end{array} \right\} \Rightarrow d(f(P), f(Q)) &= d((-x, y), (-x', y')) \\ &= \left((-x - (-x'))^2 + (y - y')^2 \right)^{\frac{1}{2}} \\ &= \left((x - x')^2 + (y - y')^2 \right)^{\frac{1}{2}} = d(P, Q) \end{aligned}$$

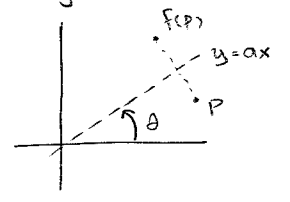
* reflection in the x -axis $\rightsquigarrow f: \mathbb{E}^2 \rightarrow \mathbb{E}^2 \quad f(x,y) = (x, -y)$



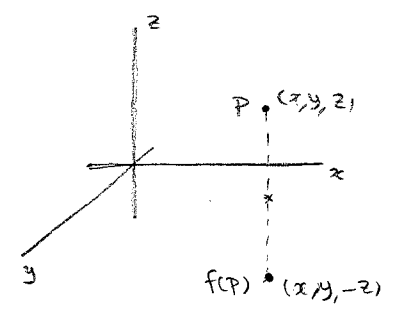
* reflection in the line $y=1$ $\rightsquigarrow f: \mathbb{E}^2 \rightarrow \mathbb{E}^2 \quad f(x,y) = (x, 2-y)$



* reflection in the line $y=ax$ $\rightsquigarrow f(x,y) = \begin{bmatrix} \cos(2\theta) & \sin(2\theta) \\ \sin(2\theta) & -\cos(2\theta) \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix}$ $a = \tan(\theta)$



reflection in the xy -plane $\rightsquigarrow f: \mathbb{E}^3 \rightarrow \mathbb{E}^3 \quad f(x,y,z) = (x, y, -z)$



II. Translations

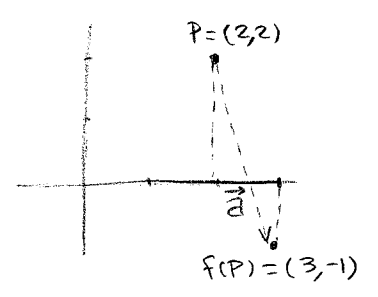
Definition If $\vec{a} \in \mathbb{E}^n$ is a fixed vector, the map

$$f: \mathbb{E}^n \rightarrow \mathbb{E}^n \quad f(\vec{v}) = \vec{v} + \vec{a}$$

is called a translation by the displacement vector \vec{a} .

Example $f: \mathbb{E}^2 \rightarrow \mathbb{E}^2 \quad f(x,y) = (x+1, y-3)$ is

a translation by $\vec{a} = (1, -3)$.



III. Rotations (with center (0,0) and angle θ)

$$f: \mathbb{E}^2 \rightarrow \mathbb{E}^2$$

$$f(x,y) = \begin{bmatrix} \cos\theta & -\sin\theta \\ \sin\theta & \cos\theta \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} x\cos\theta - y\sin\theta \\ x\sin\theta + y\cos\theta \end{bmatrix}$$

